ELECTRONIC ARTS®
P.O. Box 7578, San Mateo, CA 94403-7578

PRINTED IN JAPAN

EA SPORTS™
PRESENTS

NBA® LIVE 95

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Nintendo

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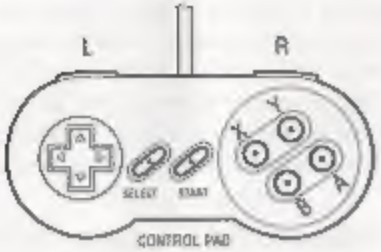
INTRODUCTION

Just as the NBA has come a long way from set shots and canvas sneakers, *NBA® Live '95* is advanced far beyond previous b-ball vidgames. Brand-new from the ground up, it maintains the features and strategy of previous EA SPORTS NBA titles and adds a fresh new perspective, all-new animations, incredible sound and graphics, and more options than ever before. But enough marketing-speak—let's take a look at the feature list so you can get right to the game and decide for yourself if it's the most advanced basketball game on the planet.

- Exhibition, Season, and Playoff play, with three battery-backed slots to save Season and Playoff series, player statistics, and user names and statistics.
- All 27 NBA teams (each with realistic play styles), 2 All-Star teams, and 4 Custom teams.
- Complete NBA rosters, with each player rated in 16 skill categories. Complete 1993-1994 stats. (So put away that sports almanac; it's in the game.)
- 30 degree court view for better vision and minimal player overlapping.
- All-new player animations, including jump shots, jump hooks, layups, about a zillion slams, hand-checking, stealing, falling, rebounding, and showboating. Even the bench players and crowd are animated.
- Flexible strategy and options, including difficulty, rules settings, offensive and defensive sets, rebounding and defensive pressure options, individual defensive matchups, double-teaming, and player trades.
- Up to five human players can play cooperatively or competitively with the Multi-Player Adapter.
- TV-style graphics and presentation.

CONTROL SUMMARY



DURING GAME PLAY:

Control Pad	Move player
SELECT	Go directly to Replay screen
START	Pause game
L or **R** buttons	Turbo mode (see below)

OFFENSE—WITH THE BALL

Y	No action	**X**	No action
B	Pass (Control Pad to choose receiver)	**A**	Shoot (press to jump; release to shoot)

OFFENSE—WITHOUT THE BALL

Y	Call for pass	**X**	Jump/Rebound (or make computer ball handler shoot)
B	Switch players (Control Pad to choose player)	**A**	Hand-check

- If you don't press the Control Pad when switching players, you take control of the player with the ball (unless the ball handler is human-controlled, in which case you control the player nearest the ball).

DEFENSE

Y	Steal	**X**	Jump to rebound or block shot
B	Switch players (Control Pad to choose player)	**A**	Hand-check

- If you don't press the Control Pad when switching players, you control the defensive player nearest the ball.

TURBO MODE

Turbo + Control Pad	Run faster
Turbo + **B** (Pass)	Harder pass less likely to be intercepted
Turbo + **A** (Check)	Hard hand-check

MENU CONTROLS

up/down	Move highlight up/down	**left/right**	Change highlighted option

SELECT

Return to previous screen (if available)

START

Continue

B	Primary Action button 1	**X**	Secondary Action button 2
L	Action button 3 (left)	**R**	Action button 3 (right)

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EA TIP *Watch this space for special hints and information.*

STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.

   WARNING: Never try to insert or remove a game pak when the power is ON.

2. Make sure a Controller is plugged into controller socket 1 on the Super NES®.

   If you're playing against a friend, plug the other Controller into controller socket 2.

3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.

4. Turn ON the power switch.

   The EA SPORTS™ and *NBA Live '95* title screens appear. If you don't see them, begin again at step 1.

5. Press **START** after each screen to proceed to the Game Setup menu.

SETTING UP THE GAME

Game Setup menu

Use the Game Setup menu to choose the game mode, style, and difficulty you want to play. Default options are listed in **bold** type.

- Control Pad **up/down** to highlight options.
- Control Pad **left/right** to change the highlighted option.
- Press **B** to go to the highlighted submenu (**B** is the primary action button in all menus).
- Press **START** to continue.

EA TIP *These controls are used in all menus in NBA Live '95, so learn'em here and use them everywhere.*

MODE	**EXHIBITION**: Play a single game with any NBA, All-Star, or Custom teams. SEASON: Start a new Season where you control an NBA team. See *Season Play* on p. 17. PLAYOFFS: Start a new Playoff tournament with any NBA teams. See *The NBA Playoffs* on p. 21. LOAD SERIES: Continue a Season or Playoff saved in one of the three save slots.
STYLE	**ARCADE**: Up tempo basketball where the players never tire, get injured, or foul out. SIMULATION: Absolute realism. Players tire, get injured, and foul out, and you must substitute accordingly. CUSTOM: Use last Set Rules menu settings for rules and simulation options.
LEVEL	**ROOKIE**: The easiest difficulty level. It's easy to score and the computer team isn't too hard on you. STARTER: Average difficulty; the computer plays harder on defense. ALL-STAR: Showtime! It's difficult to make steals or block shots, and the computer offense and defense are cranked to the max.
QUARTER	The length of a quarter can be set to 3, 5, 8, or **12 MIN**.
SET RULES	Go to Set Rules menu. See *Set Rules menu* on p.3.
SET OPTIONS	Go to Set Options menu. See *Set Options menu* on p.4.

Set Rules menu

Use this menu to set custom rules and simulation options. See *Violations and Turnovers* on p.30 for descriptions of the violations. Default settings are listed in **bold**.

DEFENSIVE FOULS	This slider (off by default) sets the likelihood that defensive fouls are called.
OFFENSIVE FOULS	Sets the likelihood that offensive fouls are called by the referees (off by default).
OUT OF BOUNDS	Toggle out of bounds calls **ON**/OFF.
BACKCOURT	Toggle backcourt calls ON/**OFF**.
TRAVELING	Toggle traveling calls ON/**OFF**.
GOALTENDING	Toggle goaltending calls ON/**OFF**.
3 IN THE KEY	Toggle three second calls ON/**OFF**.
FOUL OUT	Toggle player foul outs ON/**OFF**. When ON, players are ejected when they commit their sixth foul.
SHOT CLOCK	Toggle 24 second shot clock **ON**/OFF.
INBOUND CLOCK	Toggle 5 second inbound clock **ON**/OFF.
HALF COURT CLOCK	Toggle 10 second backcourt clock **ON**/OFF.
FATIGUE	Toggle player fatigue ON/**OFF**.
INJURIES	Turn player injuries ON/**OFF**. When Injuries are ON, every time a player gets knocked down there is a small chance he will be injured. In an Exhibition game, an injured player is out for the remainder of the game. In Season or Playoff mode, he is out for 1–7 games.

Set Options menu

Set sound and control options. Default settings are listed in **bold**.

MUSIC VOLUME	This slider sets the volume of the music that plays during menu screens (there is no music during actual gameplay).
SFX VOLUME	Set game sound effects volume.
MUSIC MODE	**STEREO**, MONO, or OFF.
CROWD SOUND	Turn crowd sound **ON** or OFF.
SLOW-MOTION DUNKS	Turn automatic slow motion for spectacular slams ON or **OFF**.
SHOT CONTROL PLAYER	Toggle shot control between **PLAYER** and CPU (Super NES). In mode, the chance the shot will go in is determined by the distance, angle, and release point of the shot. In CPU mode, the shot's probability is determined by the NBA player's statistics and attributes rather than player control.
CPU ASSISTANCE	Turn CPU Assistance ON or **OFF**. If ON, the computer increases the statistical percentages of the team that's behind to help them get back in the game.

Team Select screen

The Team Select screen appears before every exhibition game. The visiting team is shown on the left side of the screen, and the home team is shown on the right. Team ratings appear below the team logos when NBA teams are selected.

- To toggle the highlight between the home and visitor teams, press **B** or **L/R**.
- To change the highlighted team, Control Pad **left/right** to cycle through the NBA, All-Star, and Custom teams.
- To sort the teams by rating, Control Pad **up/down** to highlight a rating. As you Control Pad **left/right** you cycle through the teams as sorted by that rating.
- Press **START** to continue. The Player Setup screen appears.

Custom Teams

In *NBA Live '95*, you get four Custom teams that you can populate with your choice from the starters of 27 NBA teams. Want to create a triple tower frontcourt of Shaq, Hakeem, and Webber? Intrigued by an all-Hardaway backcourt with both Tim and Penny? Here's your chance to make it a reality.

Custom teams can only be used in Exhibition games.

To play with a Custom team:

- Select any of the four Custom teams (SLAMMERS, BLOCKERS, JAMMERS, or STEALERS) from the Team Select screen. Press **START**, and the Custom Teams screen appears.

To change the players on the Custom roster:

1. Control Pad **up/down** to highlight the player you want to change, and press **B**. The bottom of the screen changes to list the starting players for an NBA team.
2. Press **L** or **R** to cycle through the 27 NBA teams.
3. Highlight a player from an NBA team and press **B** to replace the original player with the highlighted player. You return to the roster of the Custom team.

- To cancel the transaction, highlight the player originally selected and press **B**.
- To view more stats, Control Pad **left/right**.

Note *The first time you select a Custom team, all the roster slots are empty. You must fill all the roster slots before you can exit from the screen.*

Player Setup screen

A symbol for every Controller plugged into the system appears on this screen. Up to five players may play if a Multi-Player Adapter is attached. In addition to selecting the teams players control, you can select, enter, and delete user names to personalize your controller so your user stats can be tracked no matter what team you control.

- To change the setting for your Controller, Control Pad **left/right** to position the controller symbol under either team to select that team, or in the middle to select computer control.
- To toggle the control method, press **L** or **R**. When the control arrow points up, Control Pad **diagonally** to move up and down the court. When the control arrow points diagonally, Control Pad **left/right** to move up and down the court.
- To cycle through player names, Control Pad **up/down**. Press **START** to select the highlighted name.
- *To enter a new player name,* highlight NEW and press **B**. Control Pad **up/down** or **left/right** to select a letter, and then press **B** to advance to the next letter.

  To delete a letter, press **X**. When you've entered the last letter, press **START** to enter the name.

Note *A user name must be created to register career statistics.*

- *To delete a name,* highlight DELETE. Control Pad **up/down** to select a user name, and press **X** to delete that name.
- When all players have pressed **START** to select their user names, press **START** to continue. The Pregame Introduction screens appear.

Pregame Introduction

Before the game, the Pregame Introduction screens set the stage for the basketball action to follow. First, the Game Introduction screen announces the teams and home court.

- Press any button to continue. The Team Matchups screen appears.

  The Team Matchups screen compares the two teams. One to three basketballs indicate relative strength in each of five categories.

  SCORING: Scoring ability.
  REBOUNDS: Offensive and defensive rebounding.
  BALL CONTROL: Passing and dribbling ability.
  DEFENSE: Team defense—shot blocking and steals.
  OVERALL: Overall matchup.

- Press any button to continue. The Starting Lineup screen appears.
- The Starting Lineup screen introduces the starting players from both teams. Control Pad **left/right** to move through the players, or press **START** to go directly to the tip-off.

The Tip-off

Every game starts with a tip-off between the centers.

- To jump for the tip-off, press **X**.

PLAYING THE GAME

You control the man over the star. Depending on which Controller you're using, the star has a different color:

Player 1 Blue star
Player 2 Red star
Player 3 Green star
Player 4 Cyan star
Player 5 Purple star

Just like in the NBA, offense and defense require different skills in *NBA Live '95*. While the Control Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, and then you can focus on your basketball skills and strategy.

If your player is offscreen, an arrow the same color as your control star points toward him from the edge of the screen. Press the Control Pad in the opposite direction to bring him back onscreen.

Offense

Moving With and Without the Ball

- Press the Control Pad in the direction that you want to move. You continue to move and dribble as long as you hold down the Control Pad. When you release the Control Pad, you stop moving, but maintain your dribble.
- When you start to pass or shoot the ball, you stop dribbling. Once you stop dribbling, you cannot use the Control Pad to move again, or the refs call traveling (see *Violations and Turnovers* on p. 30).
- To run faster, hold down the **L** or **R** buttons while moving. This kicks you into Turbo mode, where you may be able to catch another player from behind or drive to the basket more effectively.

If you don't have the ball, you can hand-check your defender to get better position:

- To hand-check, press **A**. To hand-check especially hard, hold **L** or **R** while pressing **A** (the ref may call you for a foul, though).

EA TIP *When more than one human player is on the same team, move without the ball to set screens for each other. For a truly nasty screen, press **A** to keep the defensive player away.*

Passing

- To pass to the default receiver, press **B**. To retain control of the passer (perfect for give and go plays), hold **B** until the receiver catches the ball.
- To pass to a specific player, use the Control Pad to aim the pass while pressing **B**.
- To throw a bullet pass that is less likely to be intercepted, hold **L** or **R** while pressing **B**.
- To throw an alley-oop pass, throw the ball to a player with a clear path to the basket. If he is in a position to jump for an alley-oop, an alley-oop play is automatically executed.
- To call for a pass when you don't have the ball, press **Y**. If a computer-controlled player has the ball, he passes it to you. If your buddy has the ball, **Y** has no effect.

EA TIP *Since you can throw the ball faster than you can run, passing is the quickest way to move the ball on the court. Ball movement is the key to offensive success—NBA defenses can contain almost any single player, but good passing gives fits to even the best defense. Use an inside/outside game between a big man and a small man to draw a double team, and then kick the ball to the open player. Rotate the ball from strong to weak side, and then shoot quickly before the defenders recover.*

Shooting

Players shoot differently depending on who and where they are. For instance, when shooting from the outside, the player will try a jumpshot. Closer in, and he may try a hook shot. Near the hoop he'll try one of a variety of slams (assuming he does slam; you won't see Muggsy soaring above the rim) or layups.

- To shoot, press and hold **A**. Release the ball at the top of your jump by releasing the button.
- To take a shot, tap **A**.

EA TIP *You'll have a better chance of making your shot if you release the ball at the top of your jump.*

Note: *If the SHOT CONTROL setting in the SET OPTIONS menu is set to CPU, simply press **A** to shoot. When you release the button doesn't affect the shot.*

EA TIP *You'll increase the probability of making a shot if you get your feet set before you shoot—shooting on the run is less accurate.*

EA TIP *If you press **B** before you release **A**, you can still pass the ball after you leave your feet to shoot.*

Free Throws

Use the T-Meter™ to aim your shots from the line. The T-Meter appears when your player goes to the charity stripe.

The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

- Press **A** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your free throw.

- Press **A** when the ball is in the center of the vertical bar to set the distance of your shot. The player shoots the ball, and normal play resumes.

The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating—the better the rating, the slower the ball travels.

EA TIP *The closer to the center of the bars you stop the basketball, the better your chance of making the free throw. With a little practice, you can help even the poorest free throw shooter sink his shots from the line.*

Rebounding

When you don't have the ball, you can crash the boards.

- To jump to grab a rebound, press **X**.

Playcalling

You can call an offensive play before inbounding the ball. Each Offensive Set has unique plays numbered from one to eight—see the Poster for details.

- Before inbounding the ball, press **L** or **R** + Control Pad. Control Pad **up** = play 1, diagonal **up/right** = play 2, **right** = play 3, and so on.
- To select a play, release **L** or **R** while still pressing the appropriate Control Pad direction.
- Inbound the ball and follow the Poster diagram steps to execute the play. Computer-controlled players will move as outlined on the diagram, but you must control the actions of the ballhandler.

EA TIP *The plays and sets are guidelines, but NBA players aren't robots—you make the play happen. We've drawn the X's and O's, but it's up to you to orchestrate your team.*

Shot Clock

In NBA basketball you have 24 seconds from the time you inbound or gain possession of the ball to get a shot off that hits the rim. The shot clock is reset every time the ball hits the rim. If you don't get a shot off before the 24 second clock expires, the referee calls a shot clock violation and the other team gets possession of the ball.

The shot clock appears at the bottom left of the screen when there are 10 or fewer seconds remaining to shoot.

Defense

Offense may make the highlight reels, but defense wins games (just ask the Knicks).

Switching Defenders

You can switch to the defender nearest the ball at any time, assuming he isn't controlled by another human player.

- To take control of the defender closest to the ball (between the ball and basket), press **B**.
- To take control of a specific defender, Control Pad in the direction of the defender and press **B**.

TIP *Your first order on defense is to stop the ball, so get a man on the ball-handler before he reaches the top of the key. This cuts off easy penetration and slows down the offense.*

TIP *If you want to control the closest man to the ball, make sure you're not pressing the Control Pad when you press **B**.*

Steals

When you're close to the ballhandler, you can try to reach in and steal the ball.

- To try to steal the ball from an opponent, press **Y**.

You have to be close to the man with the ball to pull off a steal, but don't get too aggressive, or you may get whistled for a foul.

Shot Blocking and Rebounding

You can jump to try to block a shot or gather a rebound.

- To jump to reject a shot or work the glass, press **X**.

TIP *There's a reason certain NBA players gobble up more rebounds than other players, and it's not size. It's inside position. Hand-check (**A**) if you need to, but make sure you're positioned to grab the ball.*

Pause Menu

The Pause menu appears whenever you press **START** during a game. You must pause the game to call a time out, make a substitution, or choose from other menu options. The TIME OUT and SUBSTITUTION options are not always available—for instance, you can only make a substitution when the play clock is stopped. When options are grayed out, they cannot be selected.

Time Outs

You can pause the game at any time, but you must have possession of the ball to call a time out. The number of time outs remaining is listed after TIME OUT in the Pause menu. You get 7 time outs per game.

To call a time out:

- Press **START** to pause the game. The Pause menu appears.
- Highlight TIME OUT and press **B**. The Substitution screen appears, and your team is charged with a time out.

Substitution

You can make player substitutions when the play clock is stopped between periods, by a time out, or by a violation such as a foul or out of bounds. When the clock is not stopped, the SUBSTITUTION option isn't available.

To make a substitution:

1. Pause the game and call a time out, or if the clock is already stopped, pause the game and select SUBSTITUTION from the Pause menu. The Substitution screen appears. The 5 players currently in the game are listed in the screen.

- To toggle between the two teams, press **L** or **R**. (You can only make substitutions for the team you control, however.)
- To cycle between game stats, player ratings, 1993-94 stats, and season playoff stats (if applicable), press **X**. See *Player Ratings and Statistics* on p. 23
- To cycle through the available statistics/ratings for the players, Control Pad **left/right**.

2. To highlight a player for substitution, Control Pad **up/down**.
3. To substitute for the highlighted player, press **B**. A screen listing the available bench players appears.
4. Control Pad **up/down** to highlight a player and press **B** to insert that player into the lineup. If you decide not to make a substitution, press **START** or **SELECT** to return to the Pause menu.

TIP *Familiarize yourself with the player ratings in the Substitution screen to determine the offensive strengths and weaknesses of your players. If a player has no outside game, for instance, don't throw up bricks from long range.*

Replay

You can replay the last few seconds of action during the game. The replay video is lost if you leave the game screen (to make a substitution, for instance).

- To go directly to the Replay screen during game action, press **SELECT**.
- To go to the Replay screen while the game is paused, highlight REPLAY from the Pause menu and press **B**. An overlay displaying the game clock and the button functions appears at the bottom of the screen.
- To move the center of the Replay screen, Control Pad in any direction.

- To play in reverse, press **Y**. To rewind at high speed, press and hold **Y**.
- To move frame by frame in reverse, press and hold **X**.
- To play forward, press **A**. To fast forward, press and hold **A**.
- To move forward frame by frame, press and hold **B**.
- To toggle between normal and reverse angle, press **SELECT**.

Strategy menu

OFFENSE	Select an offensive set: BOX, INSIDE TRIANGLE, SIDELINE TRIANGLE, MOTION, HIGH POST, 3 POINT, ISOLATION, or **AUTOMATIC**. See *Offensive Sets* on p. 26.
CRASH BOARDS	Go after offensive rebounds aggressively if ON, and get back on defense if **OFF**.
DEFENSE	Select defensive strategy from FULL COURT, HALF COURT, HALF TRAP, QUARTER COURT, or **AUTOMATIC**. See *Defensive Sets* on p. 27.
PRESSURE	Select LOW, **NORMAL**, or HIGH defensive pressure. Higher pressure may lead to more steals, but also more fouls.

DEFENSIVE MATCHUPS
Go to Offensive Matchups screen.

- To select the highlighted player, press **B**.
- To change the opposing player the selected player guards, Control Pad **up/down** to highlight the player you want to guard, and press **B** again. The player who was guarding the man you selected now guards your original man.
- To toggle double-teaming ON or OFF for the selected player, Control Pad **left, right**. When ON, the computer controlled defensive players try to double-team the player when he gets the ball.

TIP *Double-teaming is a great way to shut down a player who's been lighting you up.*

Play Options menu

The Play Options menu gives you access to statistics and options screens.

TEAM STATS	Go to Team Stats screen to view both teams' statistics for the current game.
USER STATS	Go to User Stats screen to view stats (sorted by Controller) for all human players participating in the current game. To toggle between Game and Career stats, press X.
Note	*Career stats will not be updated until your game is completed.*
PLAYER STATS	Go to Player Stats screen to view statistics for NBA players. The team you control is shown by default: press L or R to switch to the other team. To cycle between game stats, player ratings, 1993-94 stats, and season/playoff stats (Season or Playoff modes only), press X.
SET RULES	Go to Set Rules screen to change rules and simulation options. See *Set Rules menu* on p. 3.
SET OPTIONS	Go to Set Options menu. See *Set Options menu* on p. 4.
PLAYER SETUP	Change controller options. See *Player Setup screen* on p. 6.
QUIT GAME	Go to Quit Game menu. Highlight QUIT CURRENT GAME and press B to quit the game; highlight DO NOT QUIT GAME to return to the Play Options menu. In Season or Playoff mode, you have the option to quit the entire season or playoff as well as the current game.

End of the Quarter/Half/Game

END OF THE QUARTER: The buzzer sounds, play stops, and the score is displayed. Press any button, and the Topps™ 1st Quarter Stats screen appears. Press **START** to continue, and the teams return to the floor. Both teams can make substitutions during quarter breaks.

END OF THE HALF: After the score is displayed, an outstanding player from each team is selected for the Topps Key Players screen. Press **START**, and the Topps Halftime Stats screen appears. Press **START** to continue after each stats screen.

END OF THE GAME: After the final buzzer, the final score is displayed. Press any button, and the picture and game stats of the Topps Player of the Game are shown. Press **START**, and the Topps End of Game stats are displayed. Press **START** to continue after each stats screen, and the Postgame screen appears.

POSTGAME SCREEN: Highlight TEAM STATS, USER STATS, or PLAYER STATS and press B to go to the appropriate stat screen. See *Play Options menu* above for a description of each screen. When you're through looking at the screens, press **START** to go to the Game Setup menu.

SEASON PLAY

You can take a team through an entire season in *NBA Live '95*. If you're good enough, you can play and/or simulate your way right on to the NBA Playoffs and the Championship. Three memory slots for saving season or playoff series are provided, so you can save and resume your season any way you want.

Statistics are tallied and saved for every player throughout the season. You can view the stats for every player from the Substitution and Player Stats screens, and track the league leaders from the League Leaders screen.

Starting a Season

1. From the Game Setup menu, select SEASON from the MODE option.
2. Set up the remaining options, then press **START**. The Team Select screen appears.

To continue a saved Season:

1. From the Game Setup menu, select LOAD SERIES from the MODE option. Press **START** to continue, and the Load Series screen appears.
2. Control Pad up/down to highlight one of the three memory slots, and press B. Press **START**, and you return to the position at which the season was saved.

Season Team Select screen

In Season mode, the Team Select screen allows you to choose the team you'll control through the season and choose the number of games in the season.

TEAM — Control Pad **left/right** to select from the 27 NBA teams. Ratings for the selected team are displayed to the right of the team name and logo. To sort the teams by rating, Control Pad **up/down** to highlight a rating. As you Control Pad **left/right** you cycle through the teams as sorted by that rating.

SEASON — Select from 82 (the standard NBA schedule), 26, or 52 game seasons.

- Press **START** to continue. The Team Schedule screen appears.

Team Schedule screen

Use this screen to play or simulate games throughout your team's season, view league standings, statistical leaders, and scheduled games, or make player trades.

- To move through your team's calendar by day, Control Pad **left/right**.
- To move through your team's calendar by month, press **L** or **R**.
- To highlight options from the menu, Control Pad **up/down**.
- To activate the selected option, press **B**.

- To jump to the next scheduled game, press **START**. If the next scheduled game is already highlighted, pressing **START** will play the game.

PLAY — Play the currently highlighted game. You can only play or simulate the next game; you cannot skip any unplayed games.

SIM — Simulate the currently highlighted game. The results of the game appear beneath the logo of the opposing team.

STANDINGS — View League Standings by division. Teams that have clinched play off berths are highlighted in gold, and teams that have clinched a division championship are shown in light gold.

- To cycle through the NBA divisions, Control Pad **left/right**.

LEADERS — View the top 10 League Leaders in 12 statistical categories.

- To page through the categories, Control Pad **left/right**.
- To see more players, Control Pad **up/down**.

TRADES — Go to Trade Players screen. See *Player Trades* below.

CALENDAR — View the league schedule by day.

- To page through the league schedule by day, Control Pad **left/right**.
- To move through the league schedule by month, press **L** or **R**.
- If there is an arrow at the top of the screen, Control Pad **up/down** to see more games.

SAVE GAME — Go to Save Series screen. See *Save Slots* screen on p. 20.

Player Trades

You can trade starting players between your team and any other team with the Trade Players screen. You're the GM here—you make the deals!

1. Highlight TRADES from the Team Schedule screen and press **B**. The Trade Players

2. Control Pad **up/down** to highlight the player you wish to trade, and press **B**. The bottom portion of the screen lists the starting players for another NBA team.
3. To choose the player you want to trade for:

- To cycle through the NBA teams, press **L** or **R**.
- To cycle through the statistics for the players, Control Pad **left/right**.
- To highlight the player you wish to trade for, Control Pad **up/down**.

4. To accept the trade for the highlighted player, press **B**. The players are exchanged, and you return to the Trade Players screen.

- To abort the trade, highlight the player you were going to trade and press **B**. You return to the original Trade Players screen.

TIP *If you want to exchange positions between two players (move your small forward to power forward, for instance), you can trade with your own team to permanently swap the players.*

After the Game

After a Season game, the Final Score, Topps Player of the Game, Topps End of Game, and Postgame screens appear as normal. Press **START** to continue, and the Save Series screen appears.

Save Series screen

1. To select a memory slot, highlight one of the 3 slots and press **B**. The current Season series is listed in the selected slot.

- To toggle between SAVE and DO NOT SAVE, Control Pad **left/right**. If SAVE is selected, the series is saved when you exit from the screen; if DO NOT SAVE is selected, the series is not saved.

2. To continue, press **START**. You return to the Team Schedule screen.

End of the Season:

The Standings screen appears after the Save Series screen. Teams that qualified for the playoffs are highlighted in gold. Press **START** to return to the Team Schedule screen. Highlight Playoffs and press **B** or simply press **START** to advance to the Playoff Tree screen. If you made the playoffs, see *Starting a Playoff Series* below. If you didn't make the playoffs, the Playoff Tree is displayed to show the playoff results. Press **START** to return to the [illegible] screen.

THE NBA PLAYOFFS

The playoffs come but once a year in the NBA, but you can create your own playoff atmosphere any time you want in *NBA Live '95*. You can start with an NBA team in Season play and try to make the playoffs, or set up your own custom playoffs using any NBA teams.

Starting a Playoff Series

From the Game Setup menu: When you start a new Playoff series from the Game Setup menu, you can choose the teams that play in the series, as well as which teams are human-controlled.

1. From the Game Setup menu, select PLAYOFFS from the MODE option.
2. Set up the remaining options, then press **START**. The Playoff Tree screen appears.

From Season play: If your team qualifies for the playoffs, the Playoff Tree appears after the end of the season, and your team is highlighted with a control star. Playoffs proceed as normal, except that you cannot change the teams or human control slots. To set the length of the series, Control Pad **left, right**. Press **START** to continue.

The Playoff Tree

- To highlight a team, Control Pad in any direction
- To toggle human control on and off for the highlighted team, press **B**. A star appears behind the team name when it is controlled. Games involving teams with a star are played (although both teams can be set to computer control); other games are simulated.
- To change the team in the highlighted playoff slot before the playoffs begin, press **L** or **R** to cycle through the NBA teams. A team can appear in more than one play off slot.
- To change the series schedule, highlight GAMES in the top center of the screen. Press **B** to cycle through the choices. Choose from 5-7-7-7 (the NBA format: 5 games in the first round and 7 games thereafter), 3-3-3, or 3-5-5-5.
- To advance to the next scheduled playoff game, press **START**. The Player Setup screen appears, and gameplay proceeds as normal.

End of the Game

After a Playoff game, the Final Score, Today's Player of the Game, End of Game, and Postgame screens appear as normal. Press **START** to continue, and the Save Series screen appears.

1. To select a memory slot, highlight one of the 3 slots and press **B**. The current Playoff series is listed in the selected slot.

- To toggle between SAVE and DO NOT SAVE, Control Pad **left/right**.

2. To continue, press **START**. You return to the Playoff Tree screen.

End of the Round

- If you win your round, the procedure is the same as any other game, except when you return to the Playoff Tree, your team icon is moved to the next bracket, and you face a new opponent.
- If you lose a round, you return to the Playoff Tree screen to see the final playoff results after the postgame screens. Press **START** to return to the Game Setup screen.

STRATEGY AND STATISTICS

Player Ratings and Statistics

You can view four types of statistics and ratings on the Substitution or Player Stats screens: game statistics, skill ratings, 1993-94 season stats, or *NBA Live '95* season, playoff stats. *NBA Live '95* season and playoff stats are only available in Season or Playoff play.

- To cycle through the types of statistics, press **X**.
- To cycle through the ratings/statistics in each category, Control Pad **left/right**.

Game Statistics

The following stats are tracked throughout the game:

STAMINA	Stamina bar. The player is less effective as the bar decreases. When the bar is red, substitute immediately! The Stamina bar is available on from the Substitution screen—it doesn't appear in Player Stats.
TOTAL POINTS	Total points scored in game
FIELD GOALS	Number of field goals made, attempted
FIELD GOAL %	Field goal percentage.

3 POINTS	Three-pointers made/attempted.
3 POINT %	Three-point percentage.
FREE THROWS	Free throws made/attempted.
FREE THROW %	Free throw percentage.
OFF. REBOUNDS	Total offensive rebounds.
DEF. REBOUNDS	Total defensive rebounds.
BLOCKS	Number of shots blocked.
STEALS	Number of steals.
ASSISTS	Number of assists.
PERSONAL FOULS	Number of personal fouls. Players are ejected when they pick up their 6th foul.

Skill Ratings

Every player is rated on a 50 - 00 scale in the following categories:

FIELD GOALS	Field goal rating.
3 POINTS	Three-point shooting ability.
FREE THROWS	Free throw shooting ability.
DUNKING	Ability to make spectacular slams.
STEALS	Ability to steal the ball.
BLOCKS	Shot blocking rating.
OFF. REBOUNDS	Offensive rebounding ability.
DEF. REBOUNDS	Defensive rebounding ability.
PASSING	Passing skill.
OFF. AWARE.	Offensive court awareness.
DEF. AWARE.	Defensive court awareness.
SPEED	Running speed.
QUICKNESS	Quickness rating.
JUMPING	Leaping ability.
DRIBBLING	Ball handling skill.
STRENGTH	Body strength.

1993-94 Statistics

There's no need to turn to a sports almanac, *NBA Live '95* has all the stats for every NBA player!

HEIGHT	Player height.
WEIGHT	Player weight.
YEARS EXP.	Years of NBA experience (R = rookie).
UNIVERSITY	College the player went to.
TOTAL GAMES	Number of games participated in.
TOTAL MINUTES	Total minutes played in the season.
TOTAL POINTS	Total points scored.
POINTS/GAME	Points per game average.
FIELD GOALS	Field goals made/attempted.
FIELD GOAL %	Overall field goal percentage.
3 POINTS	Three-pointers made/attempted.
3 POINT %	Three-point shot percentage.
FREE THROWS	Free throws made/attempted.
FREE THROW %	Free throw percentage.
OFF. REBOUNDS	Total offensive rebounds.
DEF. REBOUNDS	Total defensive rebounds.
ASSISTS	Total number of assists.
STEALS	Total number of steals.
TURNOVERS	Total turnovers given up.
BLOCKS	Total number of shots blocked.
PERSONAL FOULS	Total number of fouls committed.
FOULED OUT	Total times fouled out.

Season/Playoff Statistics

Season and playoff statistics are the same as game statistics, except that they are accumulated over an entire Season or Playoff series rather than a single game.

Offensive Sets

Box

This set is useful for getting the ball to two strong post players. The Box starts the two post players high, but they end up slashing, cutting, or flashing to good post positions in the paint. All plays start in a box alignment, but any number of options can be run, thus keeping the defense off balance.

Inside Triangle

This offense, used by the Bulls championship teams of 91-93, gives great inside movement involving three players in the key. With a variety of screens being set between the three players, you're sure to get a good shot. The big players are kept close to the basket to allow better rebounding, and many times your better inside players get isolated on the block.

Sideline Triangle

This offense provides excellent perimeter movement. Great spacing provides opportunities for inside play, but more importantly, the opportunity for players to drive to the basket. Constant moving, screening, and cutting make the Sideline Triangle hard to defend, but offensive rebounding is limited with this offense.

Motion

This offense is geared to give good floor balance and lots of movement by all the players. If you run the offense patiently, you will always get an open shot. The pattern of player movement is somewhat predictable, however, so your opponent may get wise defensively.

High Post

The High Post offense gives you good floor balance, allowing you to rebound well offensively. The two post players set screens to give themselves good post position, but more importantly, they free up perimeter players for open shots. The best feature of this offense is that it keeps your big players close to the basket.

3 Point

This offense gives you the opportunity to score points in a hurry if you're behind or just want to blow someone out. The offense will give you the shot, but you still need players who can hit the key. The Three Point offense stretches out the defense and opens the floor for driving. Make your shots, because it's tough to rebound.

Isolation

A great offense for one-on-one or two-on-two play. Use Isolation to get your best player the ball or exploit a weak defensive player on the opposition. It allows your best player to create shots for himself or other players. If you don't get a shot early from this play, your other players must hit their shots.

Automatic

The computer chooses one of the team's two offensive sets automatically. This is the default setting.

Defensive Sets

Full Court Press

In a Full Court Press you play man-to-man defense over the entire court. Used most often by teams that are behind, it creates turnovers and up tempo play. You don't necessarily have to be trailing to use it. It makes the team take more time off the clock bringing the ball up the floor, leaving less time to shoot.

Half Court Trap

Two defenders try to 'trap' the ballhandler and force him to give up the ball to someone else, while the other three defenders try to shut down the passing lanes. This gives the defense a chance for a turnover, as well as taking the ball out of the hands of the primary ballhandler. The Half Court Trap forces the tempo of the game, and is well-suited to providing fast break buckets off of steals. However, you risk giving up easy shots if the ballhandler beats the trap.

Half Court Press

This pressure defense uses the half court line and the sideline as a sixth defender while attacking teams as they bring the ball across half court. The goal is to force turnovers and quick shots, but you must be careful, because you can also give up easy baskets. The extra pressure can wear down the opposing point guard, and make the offensive team work for every pass and inch of the court.

Quarter Court

In this defense you play back and protect the basket so that your team doesn't give up any easy shots. The Quarter Court is a conservative defense that forces the offense to execute perfectly to find open shots or lanes to drive to the hoop. You can rest players and keep players out of foul trouble—perfect for when you're ahead. This defense won't cause many turnovers, but it does provide decent rebounding position.

Automatic

The computer chooses the appropriate defensive set automatically. This is the default setting.

Team Descriptions

Each NBA team is assigned two offensive sets that the computer chooses from when controlling the team (or when the Automatic offensive set is chosen). When you control the team, you can change the offensive throughout the game.

TEAM	OFF. SETS
Atlanta	Inside Triangle/Box
Boston	Sideline Triangle/Isolation
Charlotte	Motion/Isolation
Chicago	Sideline Triangle/Isolation
Cleveland	Box/Motion
Dallas	Inside Triangle/Isolation
Denver	High Post/Sideline Triangle
Detroit	Box/Isolation
Golden State	High Post/Isolation

TEAM	OFF. SETS
Houston	Inside Triangle/Isolation
Indiana	Box/Motion
LA Clippers	Motion/Isolation
LA Lakers	Motion/Isolation
Miami	Motion/Box
Milwaukee	High Post/Box
Minnesota	Sideline Triangle/Motion
New Jersey	Motion/Isolation
New York	Box/Isolation
Orlando	Motion/Isolation
Philadelphia	Sideline Triangle/High Post
Phoenix	Motion/Isolation
Portland	High Post/Isolation
Sacramento	Motion/Box
San Antonio	Low Post/Isolation
Seattle	Motion/Isolation
Utah	High Post/Isolation
Washington	Motion/Box

INFRACTIONS

When the refs catch an infraction on the court, they blow the whistle to stop play, and the violation is displayed onscreen.

Fouls

An offensive player gets to take free throws as follows:

- When a player is fouled after the defense commits 5 or more team fouls in a quarter, the offensive player gets 2 free throws. Offensive fouls don't count as team fouls.
- When a player is fouled in the act of shooting, he goes to the line. The basket counts if it is good, and the player gets one free throw. If the basket missed, the player gets 2 free throws.

Violations and Turnovers

Defensive fouls	Defensive Fouls may be called on steals, hand-checking, bumping, and shooting fouls.
Offensive fouls	If you have the ball and run into a defensive player who is set, Charging may be called. If you run into a player or head-check when you don't have the ball, an Offensive Foul may be called. Offensive fouls don't count as team fouls.
Out of bounds	If the ball or the player with the ball leave the boundaries of the court, it is a turnover.
Backcourt	Once you advance the ball over the halfcourt line, you can't take the ball back over the halfcourt line into the backcourt.
Traveling	When you stop dribbling, you can't resume. Once you pull up to shoot or pass, you can't use the Control Pad to move again, or traveling is called.
Goaltending	Once a shot has touched the backboard or started downward, it cannot be touched by any player until it hits the rim.
Three second violation	An offensive player can't stay in the key for longer than 3 seconds at any one time. If the ball touches the rim, the player can stay in the paint for 3 more seconds.

24 second shot clock	From the moment you gain possession of the ball, you have 24 violationseconds to get off a shot that hits the rim. Each time the ball hits the rim or a change of possession occurs, the clock is reset. The 24 second clock appears at the bottom left of the screen when there are 10 or fewer seconds left.
5 second inbound violation	You have 5 seconds to get the ball in play when inbounding.
10 second backcourt violation	You must cross the halfcourt line within 10 seconds after an inbounds play in the backcourt.

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Back Row, left to right: Stan Clow, Al Johnson, Ken Thurston, Lee Patterson, Rod Reddekopp, Mike Smith, Ivan Allan **Front Row left to right:** Cindy Green, Traz Darnell, Tarrnie Williams Jr., Daniel Ng, Amory Wong, Darrell Olthuis

Stan Clow, Executive Producer and Legal Counsel/Draft Commissioner, oversees the game-wide production. He knows exactly what the game should be and, as Executive Producer, is charged with keeping the project on schedule and within budget. He also has the final say on all creative decisions.

Mandy Day (B.A.S.) Associate Producer, coordinates all team and player data, and is responsible for the game's database architecture. She also has the final say on all creative decisions.

Ivan Allan, Director of Technology, oversees the development of the game engine and all of the technology behind it. He is also responsible for the network and database architecture.

Mike Kirkland, Lead Programmer, works closely with Ivan on the Windows NT/95 multiplayer architecture. He coordinates the programming efforts of the team and is responsible for the overall look and feel of the game.

Rod Reddekopp, Lead Programmer, created all those nifty menus you see in the game. Drafted from a local university at an early age, Rod is doing his best to keep his studies from interfering with his career. Looks like he's off to a good start.

Darren Ng, Lead Programmer, was hired on making digital video for the very first NBA Action CD-ROM. Darren's video compression and playback technology is the heart and soul of the NBA Action engine. Now that he's finished with that, he's working on the most complex piece of the game: the AI. Darren is responsible for the artificial intelligence that controls the players on the court.

Jim Stark, Lead Tools Programmer, is the guru of the game's custom tools. He's the person to see if you want to know how to create a new type of data file, or how to get the most out of the tools that are provided. Jim is also responsible for the Windows NT/95 version of the game.

Jeremy Ray, Programmer, is surprised he still has hair after years of working overtime. He gets to take credit for the Coach's Playbook, which he's finally managed to complete after only 3 years of development. He's also responsible for the Coach's Playbook's Create-A-Player feature, which allows you to create your own players and put them on the team of your choice.

Jeff Hackett, Lead Artist and Motion Capture Supervisor, is responsible for the look and feel of the game. Every time he tried to perform an "out of character" role, he found something [illegible]. He managed to make it look real enough that the project is over, but we have more work for him!

Tony Low, Artist, created many of the animations that you will see in the game. This funny-looking guy has been rumored to have had something to do with the development of the game, and refuses to be interviewed for this section.

Ken "Swanky" Swanston, artist and videographer/editor, will appear in the game as a digitized player. Ken has been quite the topic of conversation around the studio, and knows that he owes.

Darren Gilpin, artist, created realistic looking leather jackets and coats for the NBA Action characters to wear. He now knows exactly what coaches wear in the NBA and is allowed to wear it as well. You can see Darren courtside during the half-time breaks between games.

Cindy Green, artist, says: "On the bottom line [pun], 'basketball' only means jumping, dribbling, and fast-talking during our game. I missed long hours, late dinners, and frenzied interactions after our game. It was always great product, great satisfaction, and great camaraderie... much to our payoff."

Tarrnie Williams, Jr., assisted producer and designer, helped create the wonderful gameplay in the product. Not only does he have great knowledge of the game, but he has also [illegible] around. Now he'll have a chance to make the game which players say is the best product.

Traz Darnell, associate producer, knew all humans "do not breathe through their noses." He therefore created the AI that will teach the players to breathe through their mouths.

Lee Patterson, Lead Artist of a group who can do the "dunk" just about anywhere on the screen (even on the ceiling). The group has built the NBA players digitally using the full motion capture of NBA pros. He's also managing their time wisely.